## CALIFORNIA FORM 7 FAIR POLITICAL PRACTICES COMMISSION A PUBLIC DOCUMENT

## STATEMENT OF ECONOMIC INTERESTS EIVED CITY CLERK

Date Received
Official Use Only

**COVER PAGE** 

Ple	ease type or print in ink.		5 JAN -5 Pu a re	
NAN	ME OF FILER (LAST)	(FIRST)	(MfDel.E)	
Fo	oley Katr	, ,	ITY OF COSTS MECA	
1. Office, Agency, or Court		В	Y	
	Agency Name (Do not use acronyms)	,		
	Foley for City Council Council		2015	
	Division, Board, Department, District, if applicable	Your Position	1 770 mm	
	Costa Mesa City Council	council membe	council member PORT	
	▶ If filing for multiple positions, list below or on an attachment. (Do r			
	A	Desition	PARICO	
	Agency:	Position:	2 32	
2.	Jurisdiction of Office (Check at least one box)	. ,		
	State	☐ Judge or Court Co	mmissioner (Statewide Jurisdiction)	
	Multi-County	County of		
	✓ City of Costa Mesa		·	
3.	Type of Statement (Check at least one box)			
	Annual: The period covered is January 1, 2013, through		Date Left/	
	December 31, 2013or-	(Check one)	wared in January 1, 2012, through the data of	
	The period covered is/, thro December 31, 2013.	ugh O The period co leaving office.	vered is January 1, 2013, through the date of	
	Assuming Office: Date assumed 12 01 2014	O The period covered is, through the date of leaving office.		
	Candidate: Election year and office sought, if different than Part 1:			
4.	Schedule Summary			
	Check applicable schedules or "None." ► Total number of pages including this cover page:			
	Schedule A-1 - Investments – schedule attached  Schedule C - Income, Loans, & Business Positions – schedule attached			
	Schedule A-2 - Investments - schedule attached	_ ··········· · · · · · · · · · · · · ·		
	Schedule B - Real Property – schedule attached  Schedule E - Income – Gifts – Travel Payments – schedule attached			
-or-  None - No reportable interests on any schedule				
<u>-</u>	Varification			
	I certify under penalty of perjury under the laws of the State of			
12/29/2014				
	Date Signed 12/29/2014 (month, day, year)			
	Amount and land			